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446 west 44th st., new york, n.y. 10036
LO 3-1225

SHINING TIME STATION
Show 16--First Draft
Ellis Weiner

FADE IN

1 MAIN SET--MATT and TANYA are sharing a big picture book on the bench against the wall. STACY is in Ticket Booth writing. A beat, then STACY looks up in surprise.

STACY

Oh. Can I..help you?

PEPE SANTANA comes into view, from street. He wears traditional Andean garb and enters hesitantly. He says nothing, but walks up to her and hands her a slip of paper. STACY takes the paper, reacts, reads it, smiles at him, and holds up a finger meaning, "one moment." She goes to Harry's workshop door, during which the KIDS have sensed something odd, and come forward to the Ticket Booth. Stacy has kept the paper.

STACY

Harry? Could you come here a minute, please?

(returns to Pepe; re Harry)

This man will know how to help you.

PEPE nods as HARRY emerges from workshop.

HARRY

What's the problem?

STACY

(consults slip of paper)

Harry, this is Pepe Santana, and he wants to get to Leaping Log.

MATT

Aunt Stacy! I know how to get there!

(intense thought)

Um...you take the Winkledale local--

TANYA

No you don't. You take the express to Faker's Bluff.

STACY

That can't be right, Tanya. The express doesn't stop at Faker's Bluff.

(to Harry)

Don't you go to Farmer's Dell and change for Cheddarburg--

KIDS

No! Wait a minute--! (etc.)

HARRY

Hold it.

ALL pipe down. HARRY takes PEPE aside, and speaks to him too-loudly, as though he were deaf.

HARRY

You take the local to Peppler. Change for the northbound to Hooman, and at Hooman you catch the local to Leaping Log. You got that?
(off his blank look)
I'll write it down for you. Just show it to the conductor when you get on the train. He'll take care of you.

HARRY writes the names on the paper, under--

STACY

You know, this is really silly. We're a train station and we don't even have a map!

PEPE takes paper from Harry, nods and waves thanks

HARRY

You're welcome. Platform's that way--
(off Pepe's querying look)
Train! That way!

PEPE nods, gets it, waves thanks again, exits. HARRY turns and marches toward workshop, under--

HARRY

We need some kind of master map around this place.

STACY

(standing beside Info Booth)
We'll put it here. By the Information Desk.

MR C (O.S.)

Are you sure that's wise?

ANGLE ON TICKET BOOTH--MR. C leans jauntily against upright. He lets a yo-yo unwind on its string; then he lets it go. It falls for a second, and vanishes.

STACY

Why not, Mr. Conductor? A map gives us information, doesn't it?

] imitate train
motion + sound

MR. C

Why, I suppose so, but--

STACY

In fact, it turns us into birds.

MATT

Aunt Stacy? Did you say a map turns us into birds?

STACY

Oh, yes! When we look at a map, it's like we're above the whole countryside. We can see where everything is at once-- towns, lakes, mountains--even railroad stations! Like a bird sees when it flies. Anyway, Mr. Conductor, it gives us information, so why shouldn't we put it right here, by the Information Desk?

*from up high
they look small
just as they do
on a map.*

MR. C

Because everyone will bump into it.

STACY reacts as HARRY returns with map, spreads on floor

HARRY

Howdy, Mr. Conductor. You might even know this map. Covers the whole state. Problem is, it must be fifty years out of date.

STACY

Say, kids, why don't you trace a new one over it, and we'll bring it up to date?

MATT

Can we!?

HE runs to Info Booth for paper and pens, as ALL crowd around map. MR C stands on Info desk.

TANYA

There's Leaping Log...and Cheddarburg... Minkleville? What's that?

HARRY

A town that doesn't exist any more. They closed that branch line, and everyone moved away. The railroad used to bring life to places. Set up a station, and a town would grow around it into a city. Shut her down, and the town would just kind of fade.

SFX: TELEPHONE RINGS

HARRY (CONT'D)
That'll be for me.

HE goes back to workshop as STACY snaps fingers.

STACY
Oh, I've got to see the printer about
the brochures. I'll be back soon.

SHE exits to street. Kids trace map, under--

MATT
Mr. Conductor, do the engines ever need
maps on Sodor? Do they get lost?

MR C
Well, if they stay on the tracks, it's
rather hard for them to actually get
lost. But they do sometimes find
themselves moving when they don't expect
to. Like that time a few weeks ago...

HE BLOWS WHISTLE--

DISSOLVE TO

2 THOMAS EPISODE #36--"THE RUNAWAY"

DISSOLVE TO

3 MAIN SET--KIDS still over map, MR C on Info Booth

MR C
Of course, it really wasn't Thomas's
fault. His brakes were stiff, and he'd
built up some steam, that's all.
(see Schemer enter from street)
And he's not the only wild, runaway
steamer/For here comes another, the
chap we call--

HE disappears. SCHEMER enters

MATT
--Schemer!

SCHEMER
Well well, what's this? Arts and crafts
period?

TANYA
Hi, Schemer.

*done late
the story
rather describe
it*

MATT

We're making a map.

SCHEMER

Of what? Make-Believe-Land? Of Little-Kid-Pretend-Town? Of the Magic Bunny Zone?

TANYA

Of the whole Indian Valley Railroad Line.

SCHEMER

Isn't that adorable...

(sudden inspiration)

Wait a minute! Genius time! We could make a map of the whole Indian Valley Railroad Line!

MATT

That's what she just said.

SCHEMER

What a promo idea! We mark this place in big gorgeous print: "Shining Time Station: Home of Schemer's Arcade." Then I get 'em printed up, and hand 'em out on all the trains! A big full-color spread, with little inset pictures of the juke box, and me--

TANYA

Schemer--

SCHEMER

Oh, don't worry, you'll get credit. We'll put your names in little print along the bottom. Don't you love it?

TANYA

I hate it.

SCHEMER

Who asked you? So, are you guys done yet?

MATT

We just started, Schemer.

TANYA

Plus we have to wait for Grandpa and Stacy to come back to tell us which towns should be on it and which ones we should take off.

SCHEMER

Who cares? A town is a town! Look, just put Floopersberg over there--

MATT

I don't think that's right.

SCHEMER

Why not?

MATT

Because it's in the middle of a lake.

SCHEMER thinks hard for a second, then changes his mind.

SCHEMER

You're right. Let's rethink it. Okay, here's the deal: We'll all go on a train together, and make the map as we go! That's it! We see a place--boom, you'll mark it down. We don't see a place--boom, you won't mark it down. Talk about accurate! Then we come back, hand it over to Miss Jones and Harry, and just bask in the applause.

HE dashes over to the clock, looks up.

SCHEMER (CONTD)

Fifteen minutes til the next local. So: you kids got some money?

] Too long?

TANYA

What for?

SCHEMER

For train fare, of course. This is a business trip. Everybody pays their own way until it's done, and then you'll reimburse me. Any kind of cash is okay--allowances in a sock, piggy banks, Christmas Club accounts--

(that you've save for you

ANGLE ON TICKET BOOTH--MR C appears, holding a hand-lettered sign. He is wary of being seen by Schemer. Sign says DON'T GO--SAY NO.

MATT sees the sign, frowns, looks distracted--

SCHEMER

Matt. What. You look like you're receiving transmissions from outer space.

MATT

"Don't go--say no..."

SCHEMER

Who, me? I want to go! You guys can't do this yourselves. But thanks anyway.

MATT looks again, and sees--

MR. C turn sign around, reveals HE'LL GET LOST/YOU'LL PAY THE COST." MATT frowns again

MATT

"He'll get lost/You'll pay the cost."

SCHEMER

What's with him? Are you in some kind of mystical spirit trance?

TANYA

Come on, Matt. It'll be fun!

MATT

(walking to arcade)
I don't know. I don't think we should.

SCHEMER

Okay, okay, you're twisting my arm--
I'll pay for the tickets. You play hardball, Matthew. It's a pleasure at last to meet an opponent who is worthy of sparring with me.

MATT stops at juke box, puts nickel in

MATT

It's not that... Um...hey! Can I play a song?

CUT TO

4 INT. JUKE BOX--THE PUPPETS are at their instruments

GRACE

Maybe we should play a long tune--give Matt a chance to think about it.

DIDI

What's to think about? Yuck-o-rama.

TITO

I know Schemer's a drag, man. But it's cool to ride on a train.

CUT TO

5 RESUME--MAIN SET--SCHEMER is getting impatient

SCHEMER

Come on, Matt. My idea's getting stale.
We have to act now! We gotta be
forceful! Dynamic! But go ahead, take
your time, think about it, slowly and
carefully...
(off SFX: TRAIN WHISTLE)
No more thinking! Let's go!

HE herds the kids up and through the arch. MATT lets
himself be swept along.

6 IN THE JUKE BOX--THE PUPPETS are surprised

REX

Whoa, what happened? Everybody left.

TEX

Time waits for no man, Rex.

REX

Or woman, Tex.

TEX

Thank you, Rex.

REX

You're welcome, Tex.

GRACE

He put the nickel in. So we have to
play whether anybody's there to listen
or not. The selection is "Red River
Valley."

THEY START PLAYING

7 RESUME--MAIN SET--toward end of song, STACY returns from
street, wanders around main room, puzzled, as song winds
down. Then--

STACY

Matt? Tanya?

(no answer)

Harry? Are the kids in there?

ANGLE ON WORKSHOP--HARRY sticks his head out

HARRY

I thought they were with you.

MR C appears on Info Booth

← Matt should
say something to
show his reluctant
acquiescence

MR C

They're with Schemer.
(off their look at him)
He convinced them to join him on a train
trip. To map out the line.

HARRY

(disgusted)
That sounds like Schemer, all right.
Maybe they're ^{out} out on the platform--

HE exits through arch. MR C turns to STACY

MR C

Don't worry, Stacy. Schemer may be many
things, but he isn't crazy. He'll watch
out for them. *if they get lost at least they
get lost together*

STACY

(forcing it)
Oh, sure. I know...

MR C

I mean it. I heard them talking.
They're just going to ride around a bit.
(beat)
You know, it's true Matt's your nephew
and not mine. But maybe that lets me
see this a bit more clearly than you.
Sometimes, when we're all wrapped up in
a problem, we need a friend's advice.

*what's the
problem?*

STACY

You're sweet, Mr. Conductor.

*wisdom
Stacy or matt?*

MR C

(flustered)
I'm not sweet. I just want to be use-
ful. Tell you what--you look down the
Anything Tunnel and you'll see what I
mean.

STACY crosses to it, under--

STACY

Sometimes being sweet is being useful.

CUT TO

8 ACQUIRED FOOTAGE--ANIMATION ("Listen to advice from
friends")

CUT TO

9 MAIN SET--HARRY returns from platform, holding the traced map.

HARRY

No kids. But I found this. So they caught some train, all right.

STACY

(takes map, examines it)
Well, only two trains have stopped here since we last saw them--one north, and one south. Maybe we can figure out where they went from this map. Sure--look: somebody circled Flippydale, and there's an arrow pointing north of it.

HARRY

Typical Schemer--circle something on a map, and then throw it on the ground.

MR C

Have they had enough time to get to Flippydale?

HARRY

Got there twenty minutes ago.

} not enough
time has passed

STACY

(crosses to phone)

Then let's try ~~that~~. *calling the Flippydale station*

(dials)

Hello? Mr. Campbell? Stacy Jones at Shining Time Station...They are? Oh, good--

(covers receiver)

Bingo! They're in Gene Campbell's waiting room. — *Flippydale station*
(to phone)

Could you put them on the next train back here? Thanks, Mr. Campbell. Bye.
(hangs up)

He says he's been trying to call here, but the line's been busy.

did they
get lost
or was Mr C
wrong?
go East on the
Northwestern

HARRY

(a bit abashed)

Yeah, well, that'd be me, I guess. Old buddy of mine from the Ohio Valley days called, and we've been gabbing all afternoon. Sorry.

(beat--severely)

But now who do those kids think they are, running off like that? I'm going to teach that Tanya a lesson. Yes sir.

STACY

Oh, I don't know, Harry. All kids like to explore.

HARRY

Well, there's exploring--and then there's running off and letting everybody worry about you.

STACY

The important thing is that they're safe.

MR C

You could tell them that the next time they want to go exploring, they might try doing it with their imaginations.

HARRY

Save themselves some train fare, too.

[NB: TIME SHIFT??]

SFX: TRAIN WHISTLE; TRAIN ARRIVES, WAITS, PULLS OUT

STACY, HARRY, MR C all turn toward arch--

10 ANGLE ON ARCH--MATT AND TANYA enter, a little tired but none the worse for wear. They walk in, look around, then--

MATT

Where's Schemer?

STACY

We thought he was with you two.

TANYA

He was. We stopped at two places before Flippydale, and they weren't on the map. So Schemer said we were lost. Then he said we should stay on the train and go to the next place. But we decided to get off.

MATT

Then we asked the station manager to call here, but he said the ^{tell him} line was busy.

STACY

So Schemer kept on going?
(off their nods)

You know, we were all worried about you.

You shouldn't just disappear like that. — without checking with us first

MATT

We're sorry. But Schemer made it sound like it would be a good way to work on the map.

TANYA

Yeah. Plus...

HARRY

Plus what.

TANYA

We wanted to ride the trains!

STACY AND HARRY look at each other, suppress smiles.

STACY

Well, next time you want to ride the trains, ask one of us to go with you. And now I have to go back to work!

SHE exits to Lost and Found. HARRY plods to his workshop, but stops and turns back

HARRY

Was it fun?

BOTH KIDS nod eagerly.

HARRY nods slightly, goes into workshop

THE KIDS rush up to MR C

MATT

Mr. Conductor! We saw this huge steam shovel working on a bridge!

TANYA

And some geese flying in the sky in a big V shape!

MR C

Oh, yes. You can see a lot from a train. Next time, though, go with Stacy or Harry. It's not fair to make them worry about you.

MATT

Okay...

TANYA

We just wanted to explore a little.

permission
bottom line
unspoken, is
that Schemer
is not trustworthy
guardian
as someone who
has more common sense
than Schemer

MR C

I know. Everyone likes to do that now and then--even the engines on Sodor. But you can't always be sure of what's going to happen. Like the time Percy was working on the fat controller's harbor...

not a good name

HE BLOWS WHISTLE

DISSOLVE TO

11 THOMAS EPISODE #37--"PERCY TAKES THE PLUNGE"

DISSOLVE TO

12 MAIN SET

TANYA

But that was the trucks' fault.

SFX: TRAIN ARRIVING, WAITING

MR C

Not really. Percy should have known better than to trust them. Besides, that board was there because the area was dangerous for engines. Percy should have kept that in mind, too.

take their advice without thinking it out for himself. If he had thought it through himself, he would have realized that

SCHEMER (O.S.)

Yeah, yeah, I know where the station is.

MR C

Uh-oh--guess who's coming?
You-know-who/Guess who's leaving? Me.
Adieu!

HE DISAPPEARS

SCHEMER enters, escorted genially by PEPE. SCHEMER
bristles at being led

SCHEMER

Listen, my friend, I know this place. I am Shining Time Station.

STACY

(emerging from Lost and Found)
I beg your pardon, Schemer?

SCHEMER

Okay, okay...but I am the Arcade, right?

STACY
(to Pepe)
Hello again.

PEPE
(re Schemer)
I bring him back.

SCHEMER
Yeah, well--

PEPE
He lost.

SCHEMER
Yeah, well...that's true. I kept riding
trains and riding trains, and...I ended
up in some place I never heard of--

STACY
Leaping Log?

SCHEMER
(astounded)
Yeah...Miss Jones, that's amazing. Are
you some kind of mystical psychic
mind-person?

STACY
(winks at kids)
In my own way.
(to Pepe)
You had no trouble finding your way back
here?

PEPE
(shakes head)
I am very far from home. But I always
find my way back.

MATT
Does that mean you live here? In this
town?

13 ANGLE ON PEPE--HE laughs, says "No," and ad libs
explanation of where he is from, what he does, and intros a
song. Before he starts the tune, though--

CUT TO

14 INT. JUKE BOX--THE PUPPETS are fascinated

DIDI
Wow. That guy came here all the way
from South America. How come we can't
get around like that?

Don't talk Pigeon English.

a dance for them to take out & play the common pop

TITO

Like who wants to? I was on the road with Woody Herman for two years, man. It is no fun, let me tell you.

fictional name

~~Rex~~

jazz-like

TEX

You ain't just whistlin' Dixie, Tito. Truck stop food, flea-bag motels, and the same set every night in one two-bit honky-tonk after another.

too long

REX

I kinda miss that life, Tex.

PAUSE--DISSENT AMONG THE BOY BROTHERS FOR THE FIRST TIME

TEX

Well you can miss it without me, Rex. I'm happy to stay right here.

REX

(pause)
Let's talk about this some other time, Tex.

TEX

Good idea, Rex.

GRACE

Quiet, you guys. Pepe's gonna play.

CUT TO

15 RESUME--MAIN SET--PEPE does his number. After, to applause, he waves good-bye, and either exits to street or to platform. Then STACY holds up the kids' map

STACY

Well, we've made a start. Shall we put this up so our passengers can tell where they are?

SCHEMER

Nah. Let 'em get lost.

STACY AND KIDS

Sche-mer...

SCHEMER

(all innocence)
I'm kidding, I'm kidding. Yeah, I'll help you put it up. It's the least I can do...Is the arcade on it?

MATT

No!

SCHEMER

No problem.

(takes pen, marks on map)

"You Are Here."

STACY

Good!

SCHEMER

(still writing)

"So Is Schemer's Fabulous Arcade." Now,
where does it go?

STACY sighs and shows him, and ALL start to mount it, as--

MUSIC up and

FADE OUT